package com.demotxt.myapp.drumpad;  
  
import android.media.AudioManager;  
import android.media.SoundPool;  
import android.support.v7.app.AppCompatActivity;  
import android.os.Bundle;  
import android.view.View;  
  
public class MainActivity extends AppCompatActivity {  
 private SoundPool sp;  
 private int sound1;  
 private int sound2;  
 private int sound3;  
 private int sound4;  
 private int sound5;  
 private int sound6;  
 private int sound7;  
 private int sound8;  
 private int sound9;  
 private int sound00;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 sp = new SoundPool(2, AudioManager.*STREAM\_MUSIC*,0);  
 sound1 = sp.load(getApplicationContext(),R.raw.*sound1*,1);  
 sound2 = sp.load(getApplicationContext(),R.raw.*sound2*,1);  
 sound3 = sp.load(getApplicationContext(),R.raw.*sound3*,1);  
 sound4 = sp.load(getApplicationContext(),R.raw.*sound4*,1);  
 sound5 = sp.load(getApplicationContext(),R.raw.*sound5*,1);  
 sound6 = sp.load(getApplicationContext(),R.raw.*sound6*,1);  
 sound7 = sp.load(getApplicationContext(),R.raw.*sound7*,1);  
 sound8 = sp.load(getApplicationContext(),R.raw.*sound8*,1);  
 sound9 = sp.load(getApplicationContext(),R.raw.*sound9*,1);  
 sound00 = sp.load(getApplicationContext(),R.raw.*sound00*,1);  
  
 }  
  
 public void playsound1 (View v) {  
 sp.play(sound1,1.0f,1.0f,0,0,10f);  
 }  
 public void playsound2 (View v) {  
 sp.play(sound2,1.0f,1.0f,0,0,10f);  
  
 }  
 public void playsound3 (View v) {  
 sp.play(sound3,1.0f,1.0f,0,0,10f);  
  
 }  
 public void playsound4 (View v) {  
 sp.play(sound4,1.0f,1.0f,0,0,10f);  
  
 }  
 public void playsound5 (View v) {  
 sp.play(sound5,1.0f,1.0f,0,0,10f);  
  
 }  
 public void playsound6 (View v) {  
 sp.play(sound6,1.0f,1.0f,0,0,10f);  
  
 }  
 public void playsound7 (View v) {  
 sp.play(sound7,1.0f,1.0f,0,0,10f);  
  
 }  
 public void playsound8 (View v) {  
 sp.play(sound8,1.0f,1.0f,0,0,10f);  
  
 }  
 public void playsound9 (View v) {  
 sp.play(sound9,1.0f,1.0f,0,0,10f);  
  
 }  
}

A picture containing background pattern

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